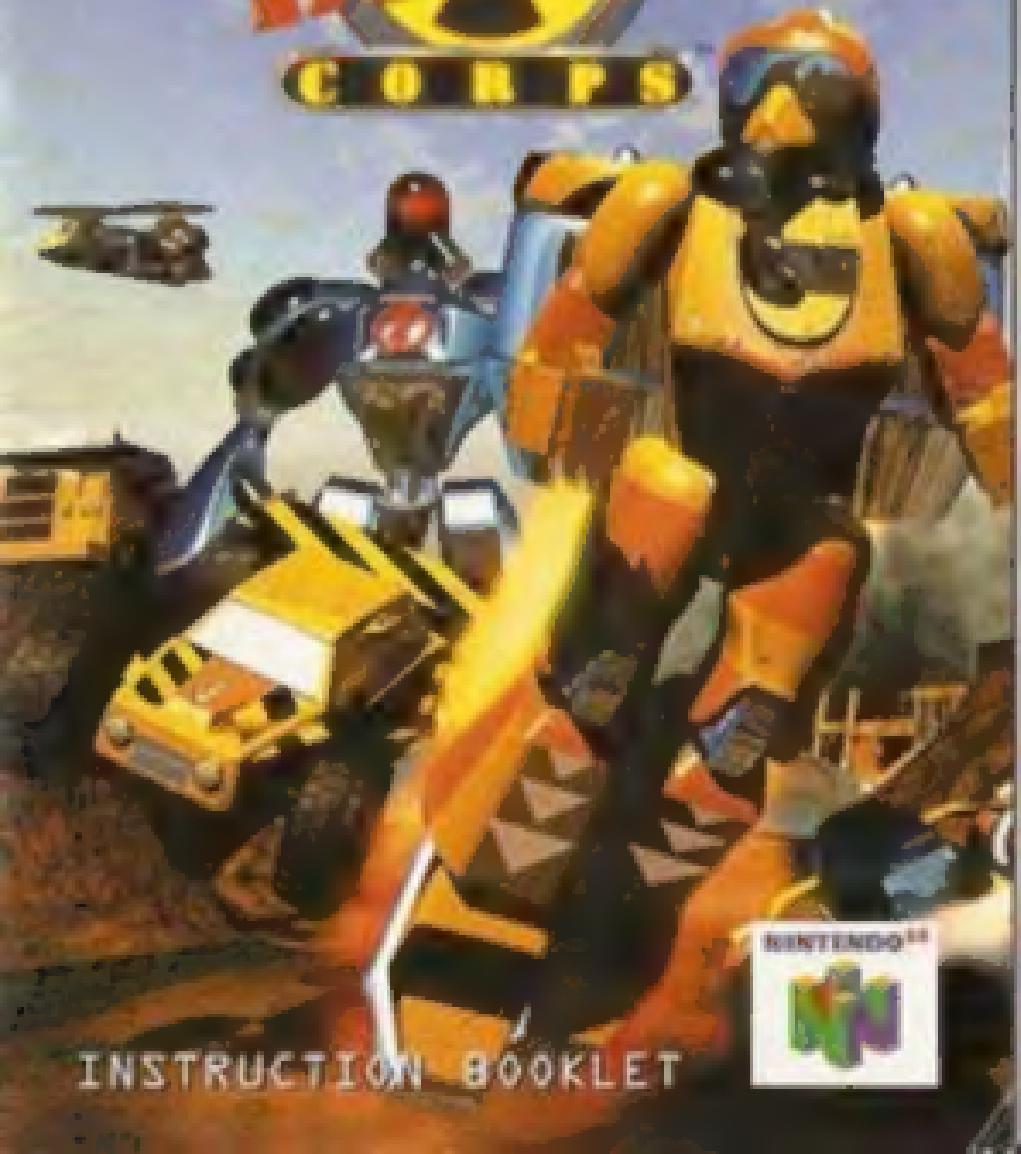


Transformers

# TRANSFORMERS Blast Corps



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

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Thank you for selecting the Blast Corps™ Game Pak for your Nintendo 64® system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

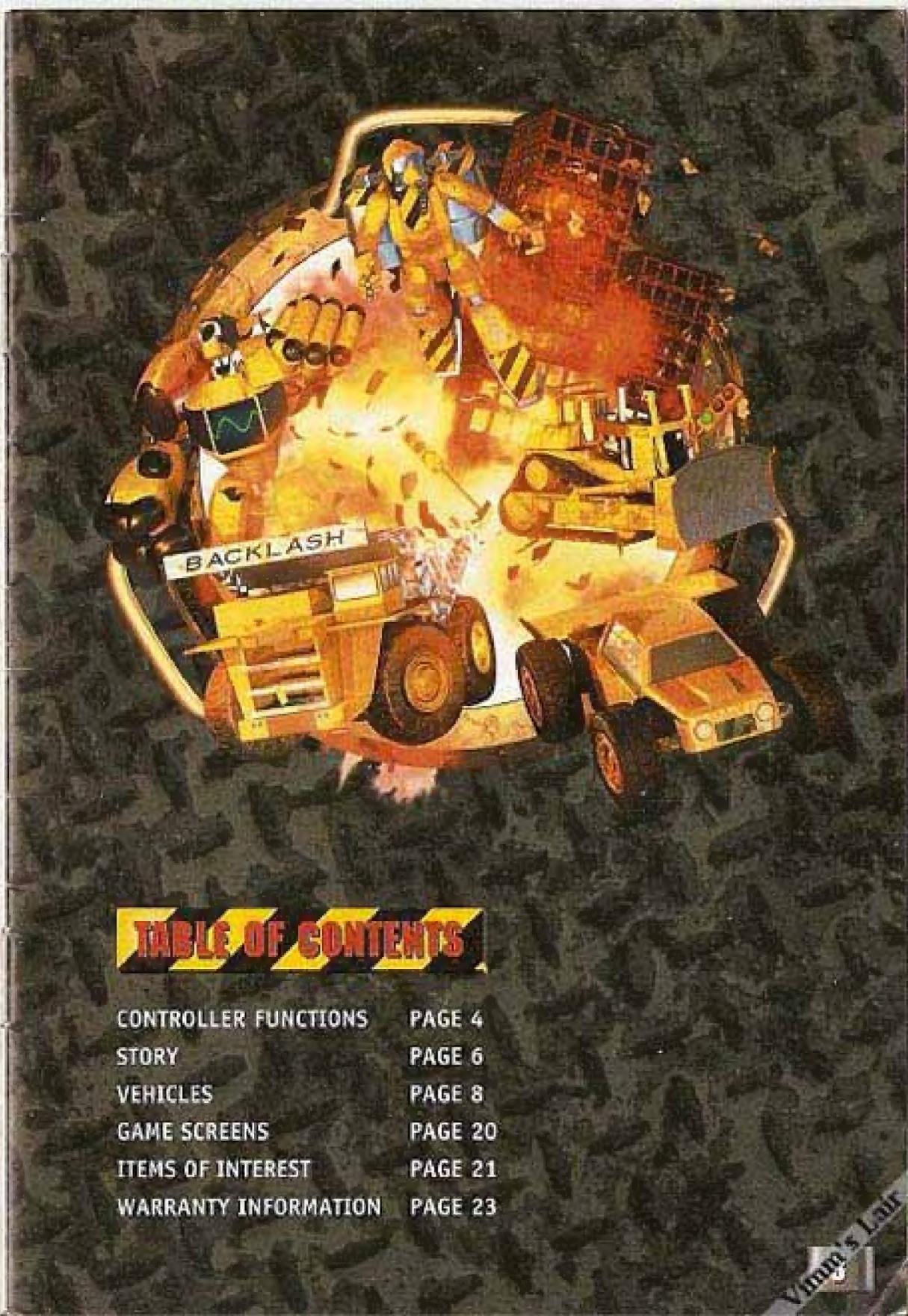


KIDS TO ADULTS  
Animated Violence

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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# THE NINTENDO 64 CONTROLLER™

## Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angle and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power On, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned On, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right) then press START while holding the L and R Buttons.



The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center™.

## Holding The Controller

While playing Blast Corps, we recommend you use the hand positions as shown at right.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of the controller.



## Connecting The Nintendo 64 Controller

To play Blast Corps, you must connect a controller to Socket One, located on the front panel of the Control Deck.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the new connection active.

\* This game is designed for one player, as only one controller is needed.

## NOTICE! USING THE N64 CONTROLLER PAK™ WITH BLAST CORPS WILL ENHANCE YOUR GAME PLAY EXPERIENCE!

### Please carefully read and follow the information in the N64 Controller Pak instruction booklet.

The N64 Controller Pak is a portable memory cartridge for saving game data, controller button configurations, built up character attributes and more. After saving the game information in a N64 Controller Pak, you can download the information again later or bring your N64 Controller Pak with you and read your saved game information on any Nintendo 64 system.

### Saving Information

When using a N64 Controller Pak with Blast Corps, you can save up to four individual games. Make sure that the N64 Controller Pak is correctly inserted in your Controller when you turn the power On. The game automatically presents a selection screen, showing four game slots. Highlight the desired "empty" game slot using the Control Stick or +Control Pad, and press START to enter your name. After you have selected your name, press START to confirm your entry and begin a new game.

### Loading Information

Insert the N64 Controller Pak with the saved Blast Corps information in it. There are up to four game slots that can have information saved in them. Highlight a game slot that you want to load and press START. After you've confirmed your selection, start playing. To load a different slot, press RESET on the Control Deck, then select a different game slot.

### Memory Management Screen

You can access the Memory Management screen by pressing and holding START, then turn ON your Nintendo 64 system. Continue to hold START until the Memory Management screen appears. This screen allows you to manage the information on your N64 Controller Pak. You may delete information to create additional space on your Controller Pak. On the Memory Management screen, highlight the file you want to delete and then press the A Button. To exit this screen, press the B Button.

NOTE: Depending on the available pages on your Controller Pak, you may save up to four games. Blast Corps uses a maximum of 56 pages of information on your Controller Pak. 14 per game slot.

NOTE: Saved data may be erased if Reset is pressed, or if the Power is turned OFF during system transitions.

NOTE: If no Controller Pak is inserted when attempting to access the Memory Management screen, you will be given the option to erase the data on the internal memory chip.



Blade Corps - Leaders in the field of heavy-duty demolition through a combination of skill, experience and cutting-edge technology. Since its birth, the company has worked its unique talents to the problem of urban decay, renovating and revitalizing cities from one end of the country to the other. A far cry from the savagery war has visited upon the world, the needs of the project were soon, in the heavy vehicle development bay of the military base, called Raffens.

While demonstrating a great natural bias, the founding members of the team - Adele, Clark, Wesley and Spike - were never happy with the ultimate purpose of their invention. So when Wesley was severely injured following the field accident that left his friends, his friends finally rebelled and set the influences Robert Walcott, Blade Corps came into being soon after. That was five years ago. But now, in the present day, world peace is shattered as核武战争 comes on a worldwide scale.

A team of defensive nuclear missiles, are made to a safe destruction and to turn, badly damaged, the center automatically locks onto the most direct blade. Bad signals received by the Blade Corps team who, summoned to their nation's defense, they find out where the warheads originated, a certain nearby military base. The team of defense prevents physics from getting close to the nuclear warhead, and ensure in the base that even the slightest, just enough, trigger a catastrophic explosion. Standing as the world's last hope, Blade Corps must clear the way to ground zero. Gather a team of nuclear scientists and, ultimately, counter the threat of nuclear winter.

# WHEELIE

- A Button: Move forwards
- B Button: Move backwards
- Z Button: Stop and exit vehicle
- C ▲ Button: Zoom camera in
- C ▼ Button: Zoom camera out
- C ← Button: Rotate camera left
- C → Button: Rotate camera right
- L/R Buttons: Sound horn
- Control Stick: Left/right turns vehicle
- Control Pad: Left/right turns vehicle
- START: Pause/Options menu



# ACKLASH

- A Buttons: Move forwards
- B Buttons: Move backwards
- Z Button: Stop and exit vehicle
- C ▲ Button: Zoom camera in
- C ▼ Button: Zoom camera out
- C ← Button: Rotate camera left
- C → Button: Rotate camera right
- L/R Buttons: Hold while turning to slide
- Control Stick: Left/right turns vehicle
- Control Pad: Left/right turns vehicle
- START: Pause/Options menu





## SKYFALL

A Button: Move forwards  
B Button: Move backwards  
Z Button: Stop and exit vehicle  
C ▲ Button: Zoom camera in  
C ▼ Button: Zoom camera out  
C ▲ Button: Rotate camera left  
C ▼ Button: Rotate camera right  
L/R Buttons: Timed turbo boost  
Control Stick: Left/right turns vehicle  
+ Control Pad: Left/right turns vehicle  
START: Pause/Options menu



## THUNDERFIST

A Button: When running, press to somersault  
B Button: When running, press to somersault  
Z Button: Stop and exit vehicle  
C ▲ Button: Zoom camera in  
C ▼ Button: Zoom camera out  
C ▲ Button: Rotate camera left  
C ▼ Button: Rotate camera right  
L/R Buttons: Same as A button  
Control Stick: Move in direction pressed  
+ Control Pad: No function  
START: Pause/Options menu



## CYCLONE SUIT

A Button: Tumble while running  
B Button: Tumble while running  
Z Button: Stop and exit vehicle  
C ▲ Button: Zoom camera in  
C ▼ Button: Zoom camera out  
C ← Button: Rotate camera left  
C → Button: Rotate camera right  
L/R Buttons: When running, press to tumble  
Control Stick: Move in direction pressed  
+ Control Pad: No function  
START: Pause/Options menu



## J-BOMB

A Button: Activate jets  
B Button: Stomp  
Z Button: Stop and exit vehicle  
C ▲ Button: Zoom camera in  
C ▼ Button: Zoom camera out  
C ← Button: Rotate camera left  
C → Button: Rotate camera right  
L/R Buttons: Activate jets  
Control Stick: Press L Button to Stomp  
+ Control Pad: Move in the direction pressed  
START: No function  
Pause/Options menu





**BULLSHIT**

A Button: Move forwards  
B Button: Move backwards  
Z Button: Stop and exit vehicle  
C ▲ Button: Zoom camera in  
C ▼ Button: Zoom camera out  
C ← Button: Rotate camera left  
C → Button: Rotate camera right  
L/R Buttons: Fire missiles  
Control Stick: Left/right turns vehicle  
→ Control Pad: Left/right turns vehicle  
START: Pause/Options menu



**SHREWDY**

A Button: Move forwards  
B Button: Move backwards  
Z Button: Stop and exit vehicle  
C ▲ Button: Zoom camera in  
C ▼ Button: Zoom camera out  
C ← Button: Rotate camera left  
C → Button: Rotate camera right  
L/R Buttons: Activate side punches  
Control Stick: Left/right turns vehicle  
→ Control Pad: Left/right turns vehicle  
START: Pause/Options menu





## RACERS & VAN

A Button: Move Forwards  
B Button: Move backwards  
Z Button: Stop and exit vehicle  
C ▲ Button: Zoom camera in  
C ▼ Button: Zoom camera out  
C ← Button: Rotate camera left  
C → Button: Rotate camera right  
L/R Buttons: Sound horns  
Control Stick: Left/right turns vehicle  
← Control Pad: Left/right turns vehicle  
START: Pause/Options menu



## POLICE CAR

A Button: Move Forwards  
B Button: Move backwards  
Z Button: Stop and exit vehicle  
C ▲ Button: Zoom camera in  
C ▼ Button: Zoom camera out  
C ← Button: Rotate camera left  
C → Button: Rotate camera right  
L/R Buttons: Sound horns  
Control Stick: Left/right turns vehicle  
← Control Pad: Left/right turns vehicle  
START: Pause/Options menu



# Train

- A Button: Move forwards
- B Button: Move backwards
- Z Button: Stop and exit vehicle
- C ▲ Button: Zoom camera in
- C ▼ Button: Zoom camera out
- C ← Button: Rotate camera left
- C → Button: Rotate camera right
- L/R Buttons: Sound whistle
- Control Stick: No function
- Control Pad: No function
- START: Pause/Options menu



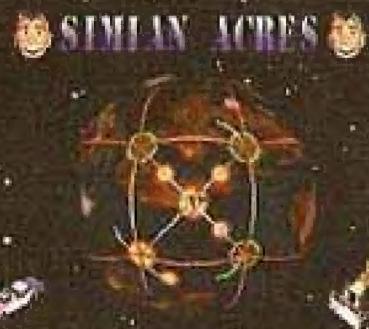
# Platform Crane

- A Button: Move platform out
- B Button: Move platform in
- Z Button: Exit crane
- C ▲ Button: Zoom camera in
- C ▼ Button: Zoom camera out
- C ← Button: Rotate camera left
- C → Button: Rotate camera right
- L/R Buttons: Raise/lower platform
- Control Stick: Left/right moves crane left/right  
Up/Down moves crane left/right
- Control Pad: Pause/Options menu
- START:



## WORLD SCREEN

- Green circles mean you've not found all Communication Points
- Red circles mean you've found all Communication Points
- Shows the vehicle(s) used in the level
- Little circles are training and bonus areas and show the commendation you've earned
- Big circles are main levels and show the commendation you've earned



## ARGENT TOWERS

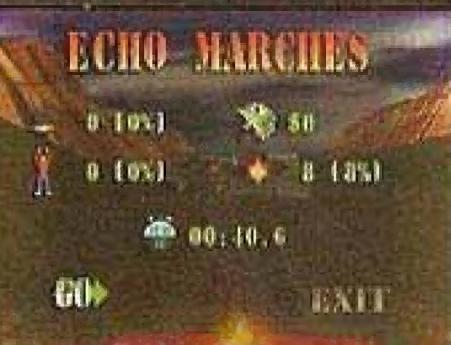
10 (10%)      \$122,000  
8 (100%)      70 (70%)



GO      1      1      ★ 3

## VIEW STATS SCREEN

- Number and percent of buildings destroyed
- Number and percent of survivors rescued
- Dollar amount of damage
- Number and percent of RDUs found
- Time spent in the level



GO      EXIT

## INFORMATION SCREEN

- Number and percent of buildings destroyed
- Number and percent of survivors rescued
- Dollar amount of damage
- Number and percent of RDUs found
- Commendation for clearing the path
- Commendation for destroyed and found items
- Number of communication points activated
- Name, Rank, Number of commendations

## ITEMS OF INTEREST

### • RDU

Radiation Dispersal Unit. These things are triggered remotely as you drive by. They can be used for guidance as well as radiation dispersal.

### • SURVIVORS

Survivors escape when the walls around them are destroyed. The Blast Corps chopper will swoop in to pick them up.

### • TNT

These crates can be pushed around, but they won't be stable for long.

### • COMMUNICATION POINTS

Communication Points allow you to make contact with Headquarters. When activated, they break open valuable new training levels. You can access these levels from the World Screen.

### • BLAST CORPS SEMI

The semi at the end of the level allows you to exit after completely clearing path for the reactor.

## RANK & PROMOTION

You'll receive periodic promotions depending on the number and type of commendations you earn. You can earn Gold, Silver and Bronze commendations. A Gold commendation is worth three rank points, Silver is worth two and Bronze is worth one. One Gold commendation is given per level for path clearance. The second requires all survivors, RDUs and total destruction.

When you've earned 12 rank points, you will receive a Blast Corps promotion. There are 31 different Blast Corps Ranks. Here's a list of the first 10:

ROOKIE WRECKER  
TRAINED CRUSHER  
EXPERIENCED RAVAGER  
DECORATED DAMAGER  
PROFESSIONAL RAZER

EXPERT DESTROYER  
GIFTED RUINER  
ACCOMPLISHED CONQUEROR  
MASTER DESPOILER  
DEMOLITION FANATIC

## N64 CONTROLLER PAK

Using a Controller Pak with your Blast Corps game allows many game play advantages. You can save up to four game play files versus saving one file without a Controller Pak. In addition, the Controller Pak saves the best times accomplished with each vehicle in the bonus levels. Another feature that the Controller Pak offers you is the Guest Player mode. This mode allows players at the same stage of game play to access each other's bonus and main levels. Simply highlight the "stop watch" on the Information Screen and press the A Button. Use the L/R Buttons to highlight the desired player, and press the A Button to become a Guest Player. Using a Controller Pak also allows you to save 100% of your game information. If you are not using a Controller Pak, and you re-enter a level, some buildings and RDUs may reappear. As you can see, using a Controller Pak with your Blast Corps game, you can access unique game play options otherwise not available.

## IMPORTANT:

REV - B

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### For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

## WARRANTY AND SERVICE INFORMATION:

REV - I

### 3-MONTH LIMITED WARRANTY

#### (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

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Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

### WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER<sup>SM</sup> or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

### WARRANTY LIMITATIONS

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION,  
MAINTENANCE, OR SERVICE?



Nintendo

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